

Gallente Demo Deck 1/3

ART > B. BOBBIER ERIKSSON

GALLENT

HOME REGION > STARBASE

1. Setup Phase - Duration step, assembly step, ISK income step*,
2. Draw Phase - Draw one card.
3. Management Phase - Play cards from hand, play outer regions, upgrade your starbase, and manage your ships.
4. Battle Phase(s) - Begin battle step, a withdraw step, a target step, damage step, and result step.
5. End Phase - Reduce to 7 cards.
*You may forfeit all ISK you gain during your income step to draw one card.

7 2 8

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GALLENT

ENTHRALLMENT TOWER

HOME REGION > UPGRADED STARBASE

As you upgrade this starbase, each opponent loses X from his or her wallet. X equals the number of regions and locations you control.

9 2 8

4

5

CENTER OF ASTROGEOLOGY

STARBASE STRUCTURE

+1 +0

1: Hasten the assembly of a ship in your dock by 1 turn, as long as it has the mining command.

1: Hasten the assembly of a ship in your dock by 1 turn, as long as it has the haul command.

You can only hasten each ship's assembly with either of these abilities once per turn.

ART > LUDVIG KALMAR VIBISSON

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6

LEGAL DEPARTMENT

STARBASE STRUCTURE

+1 +2

When Legal Department comes into play, return target starbase structure to its owner's hand.

"I found something we can use."

ART > HANS ALAN

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0

VELDSPAR

LOCATION > ASTEROID FIELD

+1 0

LIMITED (You can only play one 'limited' card each turn.)

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0

VELDSPAR

LOCATION > ASTEROID FIELD

+1 0

LIMITED (You can only play one 'limited' card each turn.)

ART > SCREENSHOT FROM EVE ONLINE

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0

GNEISS

LOCATION > ASTEROID FIELD

+2 2

Play only in an outer region.

LIMITED (You can only play one 'limited' card each turn.)

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0

GNEISS

LOCATION > ASTEROID FIELD

+2 2

Play only in an outer region.

LIMITED (You can only play one 'limited' card each turn.)

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0

PYROXERES

LOCATION > ASTEROID FIELD

+0 2

... - a Pyroxeres rock

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Gallente Demo Deck 2/3

3 ASSEMBLY I

ATRON
SHIP > FRIGATE

2 **3**



PATROL 1 (At the beginning of a target step, up to 1 attacking ship of your choice must target this ship if able.)

AMBUSH 2 (At the beginning of a withdraw step, this ship may deal 2 damage to an attacking ship.)

ART > SCREENSHOT FROM EVE ONLINE

3 ASSEMBLY I

ATRON
SHIP > FRIGATE

2 **3**



PATROL 1 (At the beginning of a target step, up to 1 attacking ship of your choice must target this ship if able.)

AMBUSH 2 (At the beginning of a withdraw step, this ship may deal 2 damage to an attacking ship.)

ART > SCREENSHOT FROM EVE ONLINE

5 ASSEMBLY I

TRISTAN
SHIP > FRIGATE

3 **5**



MINING 1 (At the beginning of your income step, you gain 1 x of target location.)

AMBUSH 2 (At the beginning of a withdraw step, this ship may deal 2 damage to an attacking ship.)

PATROL 1 (At the beginning of a target step, up to 1 attacking ship of your choice must target this ship if able.)

ART > SCREENSHOT FROM EVE ONLINE

5 ASSEMBLY I

TRISTAN
SHIP > FRIGATE

3 **5**



MINING 1 (At the beginning of your income step, you gain 1 x of target location.)

AMBUSH 2 (At the beginning of a withdraw step, this ship may deal 2 damage to an attacking ship.)

PATROL 1 (At the beginning of a target step, up to 1 attacking ship of your choice must target this ship if able.)

ART > SCREENSHOT FROM EVE ONLINE

1

VELATOR
SHIP > SCOUT

0 **1**



RETALIATE 2 (When this ship goes on the scrapheap from play, it deals 2 damage to each ship that dealt damage to it this turn.)

MINING 1 (At the beginning of your income step, you gain 1 x of target location.)

ART > SCREENSHOT FROM EVE ONLINE

1

VELATOR
SHIP > SCOUT

0 **1**



RETALIATE 2 (When this ship goes on the scrapheap from play, it deals 2 damage to each ship that dealt damage to it this turn.)

MINING 1 (At the beginning of your income step, you gain 1 x of target location.)

ART > SCREENSHOT FROM EVE ONLINE

2 ASSEMBLY II

IMICUS
SHIP > FRIGATE

0 **4**



MINING 2 (At the beginning of your income step, you gain 2 x of target location.)

ART > SCREENSHOT FROM EVE ONLINE

3 ASSEMBLY I

INCURSUS
SHIP > FRIGATE

3 **2**



"Three may make an army, but only one makes a hero."

ART > SCREENSHOT FROM EVE ONLINE

3 ASSEMBLY I

INCURSUS
SHIP > FRIGATE

3 **2**



"Three may make an army, but only one makes a hero."

ART > SCREENSHOT FROM EVE ONLINE

7 **ASSEMBLY II**

EXEQUOR
SHIP > CRUISER

5 **5**



PATROL 2 **AMBUSH 3**

As long as Exequor is undocked, all enemy starbase structures cost **1** more to play.

AMBUSH 3 (At the beginning of a withdraw step, this ship may deal 3 damage to an attacking ship.)

PATROL 2 (At the beginning of a target step, up to 2 attacking ships of your choice must target this ship if able.)

ART > SCREENSHOT FROM EVE ONLINE

5 **VETERAN'S PREMATURE RETIREMENT**
NEWS



Return target ship to its owner's hand.

"There is no home away from home.
I am son of none; a father of one"
- Retired Col. Angelotto
Federation Navy

ART > B. BÖRKLUR EIRIKSSON

5 **VETERAN'S PREMATURE RETIREMENT**
NEWS



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- Retired Col. Angelotto
Federation Navy

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1 **DURATION IV**

STUBBORN MECHANIC
NEWS



Target ship gets **+2**.

"I had to remove some of the hydraulics,
half the toilets and most of the air-conditioning,
but at least you guys will be safe."
- Fruid,
Ship Mechanic, Janitor and more.

DURATION III **DURATION I** **DURATION II**

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4 **ARMAGEDDON PROJECT**
NEWS



Destroy target location.

"In the name of peace, I declare war."

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2 **+2**



3 **INSMOTHER**
OUTER REGION

An opponent cannot attack this region if he or she controlled fewer regions than you at the beginning of his or her turn.

ART > SCREENSHOT FROM EVE ONLINE

4 **+3** **2**



THE TIERJEV POCKET
OUTER REGION

1 : Target ship cannot warp into this region until end of turn, as long as you control this region.

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2 **+1** **3**



THE KHAND KINGDOM
OUTER REGION

When an opponent wishes to activate a ship's command, he or she must pay you **2**. If not, then the command cannot be activated.

ART > SCREENSHOT FROM EVE ONLINE